

[The largest toy gallery park with 3D simulation displays for animations and other collectibles juxtaposed with physical–virtual collaborative games and activities in a three-dimension photo-realistic virtual–reality environment]

Abstract

What is the value of physical context for virtual interaction? –
Swiss-house: A prototype physical/virtual collaborative environment: Jeffrey Huang and Muriel Waldvogel, Harvard University, Paper submitted for WACE 2002; 2) Method and system of rendering a virtual three-dimensional graphical display (US Patent 6,452,593); 3) Method of creating virtual reality (US Patent 6,084,979).